A Vision for Technology in K-12 Education

Our vision for technology in K-12 education includes:

* The support tools for the learners and the learning community
* Opportunities for students to create and design their own learning
* That instruction would go beyond the use of technology to choice and development – how to choose the right tools and developing the right tools if they don’t exist
* Planned , ongoing systematic PD for teachers (incorporate into staff meetings on a regular basis)
* Shift of technology as a tool for students, e.g., iPads, tablets, etc. – one-to-one learning environments
* More individualized PD for teachers targeted towards specials areas and in teachers’ own learning environment with tools that will help them with their students
* Instruction will teach students how to analyze the information that they collect, to evaluate it and then synthesize it
* The philosophy of the district should approach students where they are, from the learner’s perspective
* PD to teachers to maximize the effectiveness of technology in the classroom – teachers need to use technology as a learning tool
* Excellent instruction encompassing the four C’s (Critical thinking & Problem solving, Communication, Collaboration and Creativity & Innovation - 21st century skills) that utilizes technological tools and resources whenever possible (and appropriate)
* Equal access
* Use current technologies to develop student skills that are transferable to future technologies
* Organize the expertise and resources in the school/district – “Many hands make light work”
* Establish an electronic community with community support and involvement – all communicating electronically
* Cut back on the paper!
* Teach students netiquette – appropriate and acceptable use of technology; their own security and that of others
* Developing up-to-date policies, specifically with regard to intellectual property
* Encourage programs that allow students to use their own technology – BYOD (bring your own device)
* Current, up-to-date technology (both hardware and software) that all students can use (Kindles, iPads, etc.)
* Expand the learning environment itself so that it’s completely independent of the tool, the location and the time of day (at their house, on their Kindle or Xbox, etc.)
* Use technology to collect, analyze, and respond to relevant data to inform planning, instruction and assessment
* Redefine skills of students to more performance-based using technology which is aligned with the Common Core State Standards
* Developing relationships with community members, industry and higher education, etc. to prepare students for new career paths
* Teach the abstract skills that students need by having them apply the skills in authentic project-based learning, e.g., teach problem solving by having students identify and solve a real problem in their school or community
* Develop systems of technology-based assessments
* Teachers model not only how to use technology tools but why the tool is the most appropriate and effective tool for the purpose – appropriate and efficient use of technology through instructional and operational activities